

TopDeck[™]
PRESENTS

GYM CHALLENGE

POKÉMON[™]

TRADING CARD GAME



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The Real Challenge

by Michael G. Ryan

Whenever Wizards of the Coast releases a new expansion for the Pokémon trading card game, you can buy the official theme decks and start playing with those new cards right away. Theme decks are a great way to try out a new set and are really fun to play, especially against other theme decks. But these decks don't stand up against the rigors of a Pokémon tournament.

Let's face it, the "deck tech" behind today's tournament-quality decks is pretty high (for a peek into this world, see the "Evolution of Pokémon" article in the PokéDex. But for those of you who are just now venturing into the (sometimes) scary world of Pokémon tournaments, you can take pre-built theme decks and make them more competitive with just a few small adjustments...and we'll show you how with the theme decks from the latest set—Gym Challenge!

The "Blaine" Game

The "Blaine" deck roars through Fire Energy as it fries your opponents, but the theme deck only builds a little on this strategy. It certainly has some great Pokémon with aggressive attacks (many of which make you discard Fire Energy to use them). By building on that idea while adding a few ways to get more Fire

Energy into your hand or into play, you can improve the deck a lot!

First, as you might suspect, Blaine's Charizard does a lot of damage very quickly, especially when combined with the Blaine Trainer card. To make room for it, let's pull out the Blaine's Dodrio and the two Blaine's Doduo. This gives us room for a few more Basic Pokémon, so let's add another Blaine's Arcanine Lv. 42 (with the amazing Firestorm attack) and a Blaine's Ninetales Lv. 27. Blaine's Ninetales has a cool Pokémon Power that lets you remove a damage counter from it whenever you attach a Fire Energy card to it.

Let's also take out the four Blaine's Ponyta Lv. 13 and instead use four Blaine's Ponyta Lv. 11 from the *Gym Heroes* set). Unlike the Lv. 13 Ponyta, the Lv. 11 version has no Retreat Cost, and its one attack—flip a coin; on heads, prevent all effects of attacks done to Ponyta next turn—is much more effective.

Blaine is your best Trainer card, especially early in the game, because it lets you add an extra Fire Energy card to one of your Pokémon. So let's live on the edge and take out the Super Potion so we can put another Blaine in the deck.

Finally, Max Revive lets you bring a Basic Pokémon card from your discard pile onto your Bench...if you discard two Energy cards from your hand. Boo. Plus, Blaine's Gamble is too much of that—a gamble. It lets you discard as many cards as you want from your hand and then flip a coin. On heads, draw twice that many cards. But on tails, you're just out cards! Instead, let's work harder to get (and keep!) Fire Energy in your hand by adding two tried-but-true Energy Retrievals instead.

Original "Blaine" Deck

POKÉMON (21)

- 3 Blaine's Charmander Lv. 18
- 2 Blaine's Charmeleon Lv. 29
- 2 Blaine's Doduo Lv. 17
- 1 Blaine's Dodrio Lv. 26
- 2 Blaine's Growlithe Lv. 15 (*Gym Heroes*)
- 2 Blaine's Growlithe Lv. 20
- 1 Blaine's Arcanine Lv. 42
- 4 Blaine's Ponyta Lv. 13
- 2 Blaine's Rapidash Lv. 31
- 2 Blaine's Vulpix Lv. 18

TRAINERS (11)

- 2 Bill (Base Set 2)
- 1 Blaine
- 1 Blaine's Gamble (*Gym Heroes*)
- 1 Cinnabar City Gym
- 1 Max Revive
- 2 Potion (Base Set 2)
- 2 Fervor
- 1 Super Potion (Base Set 2)

ENERGY (28)

- 28 Fire Energy

How to Improve

REMOVE

- 2 Blaine's Doduo Lv. 17
- 1 Blaine's Dodrio Lv. 26
- 4 Blaine's Ponyta Lv. 13
- 1 Blaine's Gamble
- 1 Max Revive
- 1 Super Potion

ADD

- 1 Blaine
- 1 Blaine's Arcanine Lv. 42
- 1 Blaine's Charizard Lv. 50
- 1 Blaine's Ninetales Lv. 47
- 4 Blaine's Ponyta Lv. 11 (*Gym Heroes*)
- 2 Energy Retrieval (Base Set 2)

BLAINE!



Giovanni's "Quick-Grow" Deck

Giovanni's deck is a little chaotic—it doesn't have much focus, though it has some very strong possible combos. Giovanni's Persian, for example, has a great Pokémon Power—Call the Boss—that lets you search your deck for the Giovanni Trainer card. But there's only one Giovanni's Persian and one Giovanni in your deck! More important, the Giovanni Trainer card allows you to evolve a Pokémon when you're not supposed to evolve: on your first turn, when a Pokémon just evolved, or when you just put a Pokémon into play. But the deck has only a few short evolution opportunities. So let's make this idea of super-fast evolution work better!

First, let's add another Giovanni and another Giovanni's Persian. Then let's make sure you can find more Pokémon by adding Master Ball, which lets you look at the top seven cards of your deck and put one of the Pokémon you find there into your hand. We'll pull both Warp Point cards out to make room for the new Trainer cards.

Next, let's build up the evolution chains a bit. We'll change the Giovanni's Meowth Lv. 17 to Giovanni's Meowth Lv. 12, giving us four of those (its attacks are better for this deck). Now let's get rid of the Nidoran ♀ and Nidorina evolution chain. While they're good, they're not quite as good as the Nidoran ♂ and Nidorino cards in this deck.

These cuts give us room to add a Giovanni's Nidoking (which has an attack that might do as much as 70 damage), a Giovanni's Machop (with the Fortitude Pokémon Power that can keep it from getting Knocked Out forever!), and another Basic Pokémon card—Giovanni's Pinsir.

If you feel like tweaking the deck to make the Pokémon evolve even faster, you can think about using Pokémon Breeder or Pokémon

Trader to give you more options for evolving. Cards that let you search for Pokémon, like Poké Ball or Computer Search, can also help you reach even greater speeds of evolution!

Original "Giovanni" Deck

POKÉMON (21)

- 4 Giovanni's Machop Lv. 18
- 2 Giovanni's Machoke Lv. 36
- 3 Giovanni's Nidoran ♀ Lv. 11
- 1 Giovanni's Nidorina Lv. 35
- 4 Giovanni's Nidoran ♂ Lv. 14
- 2 Giovanni's Nidorino Lv. 32
- 3 Giovanni's Meowth Lv. 12
- 1 Giovanni's Meowth Lv. 17
- 1 Giovanni's Persian Lv. 23

TRAINERS (11)

- 2 Bill (Base Set 2)
- 2 Energy Removal (Base Set 2)
- 1 Full Heal (Base Set 2)
- 1 Giovanni
- 2 Potion (Base Set 2)
- 1 Viridian City Gym
- 2 Warp Point

ENERGY (28)

- 20 Grass Energy
- 8 Fighting Energy

How to Improve

REMOVE

- 1 Giovanni's Meowth Lv. 17
- 3 Giovanni's Nidoran ♀
- 1 Giovanni's Nidorina
- 2 Grass Energy
- 2 Warp Point

ADD

- 2 Fighting Energy
- 1 Giovanni
- 1 Giovanni's Machop
- 1 Giovanni's Meowth Lv. 12
- 1 Giovanni's Nidoking
- 1 Giovanni's Persian
- 1 Giovanni's Pinsir
- 1 Master Ball

Challenge Quiz #2 Giovanni

1. What is Giovanni's favorite Pokémon?
2. What Pokémon does Giovanni use to defeat Gary Oak?
3. What Pokémon do Jesse and James bring to Giovanni in "The Battle of the Badge" episode?
4. What three Pokémon does Giovanni give to Jesse and James when he puts them in charge of the gym?
5. What amusement park did Giovanni own that Jesse, James, Ash, Misty, and Brock destroy?

GIOVANNI!



Take the Gym Challenge by Will McDermott

How well do you know the animated exploits of the Gym Challenge gym leaders? Take these four quizzes and find out.

Challenge Quiz #1 Blaine

1. What is the riddle to find Blaine's hidden gym? What does it mean?
2. What riddle does Blaine ask Ash before the battle? What does it mean?
3. Which of Blaine's Pokémon does Ash actually defeat in their first battle?
4. What is the most powerful attack a Fire Pokémon has?
5. What do Jesse and James use to try to capture Blaine's Magmar?

Koga "Yoga" Deck

In yoga, meditation is the key. In Koga's "Yoga" deck, the key is to give your opponent something to meditate about! The theme of the Koga theme deck is a solid one—many of Koga's Grass Pokémon have the ability to make other Pokémon Poisoned, which can be a game-winning tactic if your opponent isn't ready for it. This deck's in pretty good shape as it is, so we need to adjust only a few cards to make it a winner!

First, let's rearrange a few Trainer cards to take full advantage of the Poison options. Fuchsia City Gym is a good defensive card. It lets you shuffle a Pokémon with Koga in its name back into your deck if you flip a heads. But this Stadium card could help your opponent, and we want to be more aggressive than that with a Poison deck.

The Koga Trainer card, on the other hand, is pure aggression. It gives any Koga Pokémon attack the ability to make the Defending Pokémon Poisoned—with no coin flip! Great! Let's trade Fuchsia City Gym and Energy Removal for two more Koga cards, to add to our Poison potential.

Now for the Pokémon.... Koga's Koffing Lv. 10 isn't as strong as Koga's Koffing Lv. 15. The Lv. 15 version has two attacks instead of just one, and neither of those attacks has a chance of doing damage to your own Pokémon. Let's replace the three Lv. 10 Koga's Koffings, shall we? The biggest change to make, though, is to eliminate the three Koga's Pidgey—they just don't do anything special enough to keep them around. Instead, we'll add another Koga's Grimer, another Koga's Ekans, and one Koga's Arbok.

Original "Koga" Deck

POKÉMON (22)

- 3 Koga's Ekans Lv. 17
- 3 Koga's Grimer Lv. 19
- 3 Koga's Koffing Lv. 10
- 1 Koga's Koffing Lv. 15
- 2 Koga's Weezing Lv. 31
- 3 Koga's Pidgey Lv. 15
- 4 Koga's Weedle Lv. 13
- 2 Koga's Kakuna Lv. 21
- 1 Koga's Beedrill Lv. 34

TRAINERS (10)

- 1 Energy Removal (Base Set 2)
- 1 Fuchsia City Gym
- 1 Full Heal (Base Set 2)
- 2 Gust of Wind (Base Set 2)
- 1 Koga
- 1 PlusPower (Base Set 2)
- 3 Potion (Base Set 2)

ENERGY (28)

- 28 Grass Energy

How to Improve

REMOVE

- 1 Energy Removal
- 1 Fuchsia City Gym
- 3 Koga's Koffing Lv. 10
- 3 Koga's Pidgey

ADD

- 2 Koga
- 1 Koga's Arbok Lv. 44
- 1 Koga's Ekans Lv. 17
- 1 Koga's Grimer Lv. 19
- 3 Koga's Koffing Lv. 15

Challenge Quiz #3 Koga

1. What is the name of Koga's sister?
2. What Pokémon does she use to battle Ash?
3. What Pokémon saves the day when Team Rocket attacks Koga's gym?
4. What Pokémon does Koga use to battle Ash?
5. How does Ash defeat Koga?

Koga's Arbok is a dangerous but exciting Pokémon because its Poison damage is risky. Its Poison Buildup attack makes Koga's Arbok Poisoned but does nothing to the Defending Pokémon! Its second attack, though, is the big one. Poison Power normally does 20 damage, but if Koga's Arbok is Poisoned, it does 40 and the Defending Pokémon is Poisoned! You might want to retreat Koga's Arbok as soon as you can, though. After all, Koga's Arbok will be Poisoned, and you don't want to lose it to its own Poison attack!

KOGA!



Sabrina's "Super Energy" Deck

Sabrina is the trickiest of the gym leaders, because her deck has a lot of Pokémon with special abilities. Many of her Pokémon, though, move Energy around. So controlling your Energy is the key to winning with this deck.

Sabrina's Gaze doesn't really help much in this deck—it actually helps your opponent as much as it helps you. Plus, some of your Pokémon return themselves or their Energy to your hand, so you may not want to trade in your hand, even late in the game. Instead, let's focus on two other cards: a second Sabrina (which lets you move Energy around on your Sabrina's Pokémon) and Sabrina's ESP (from the *Gym Heroes* set).

You may want to save Sabrina's ESP for when Sabrina's Kadabra is your Active Pokémon. Sabrina's ESP lets you re-flip a coin, and Sabrina's Kadabra has an amazing attack called Life Drain that leaves the Defending Pokémon with only 10 Hit Points, but only if you flip a heads! Just imagine draining a Defending Pokémon for as much as 110 Hit Points in one shot!

Most of the Pokémon in Sabrina's deck are great, so you shouldn't have to change much. Sabrina's Gastly Lv. 9 is really good—its Fade Out attack can keep it from getting Knocked Out. But four of them are more than you need. Instead, let's pull two and add a pair of Sabrina's Gastly Lv. 10, which has a Pokémon Power that gives it an additional 10 HP for each Psychic Energy attached to it. And with an attack that does 30 for only ☹☹, you'll give your opponent something to worry about!

Finally, let's trade out Sabrina's Porygon—which doesn't really fit the theme of Energy maneuvering—with a card from *Gym Heroes*, Sabrina's Mr. Mime. This Mr. Mime lets you trade up to three cards from your hand for the same number of basic Energy cards from your deck. The more Energy you have flowing in this deck, the better!

Original "Sabrina" Deck

POKÉMON (21)

- 2 Sabrina's Abra Lv. 12
- 2 Sabrina's Abra Lv. 18
- 2 Sabrina's Kadabra Lv. 41
- 1 Sabrina's Alakazam Lv. 44
- 3 Sabrina's Drowzee Lv. 18
- 4 Sabrina's Gastly Lv. 9
- 2 Sabrina's Haunter Lv. 29
- 2 Sabrina's Jynx Lv. 21
- 3 Sabrina's Porygon Lv. 17

TRAINERS (11)

- 2 Bill (Base Set 2)
- 2 Potion (Base Set 2)
- 1 Sabrina
- 2 Sabrina's Gaze (*Gym Heroes*)
- 1 Sabrina's Psychic Control
- 1 Saffron City Gym
- 2 Switch (Base Set 2)

ENERGY (28)

- 28 Psychic Energy

How to Improve

REMOVE

- 2 Sabrina's Gastly Lv. 9
- 2 Sabrina's Gaze
- 3 Sabrina's Porygon

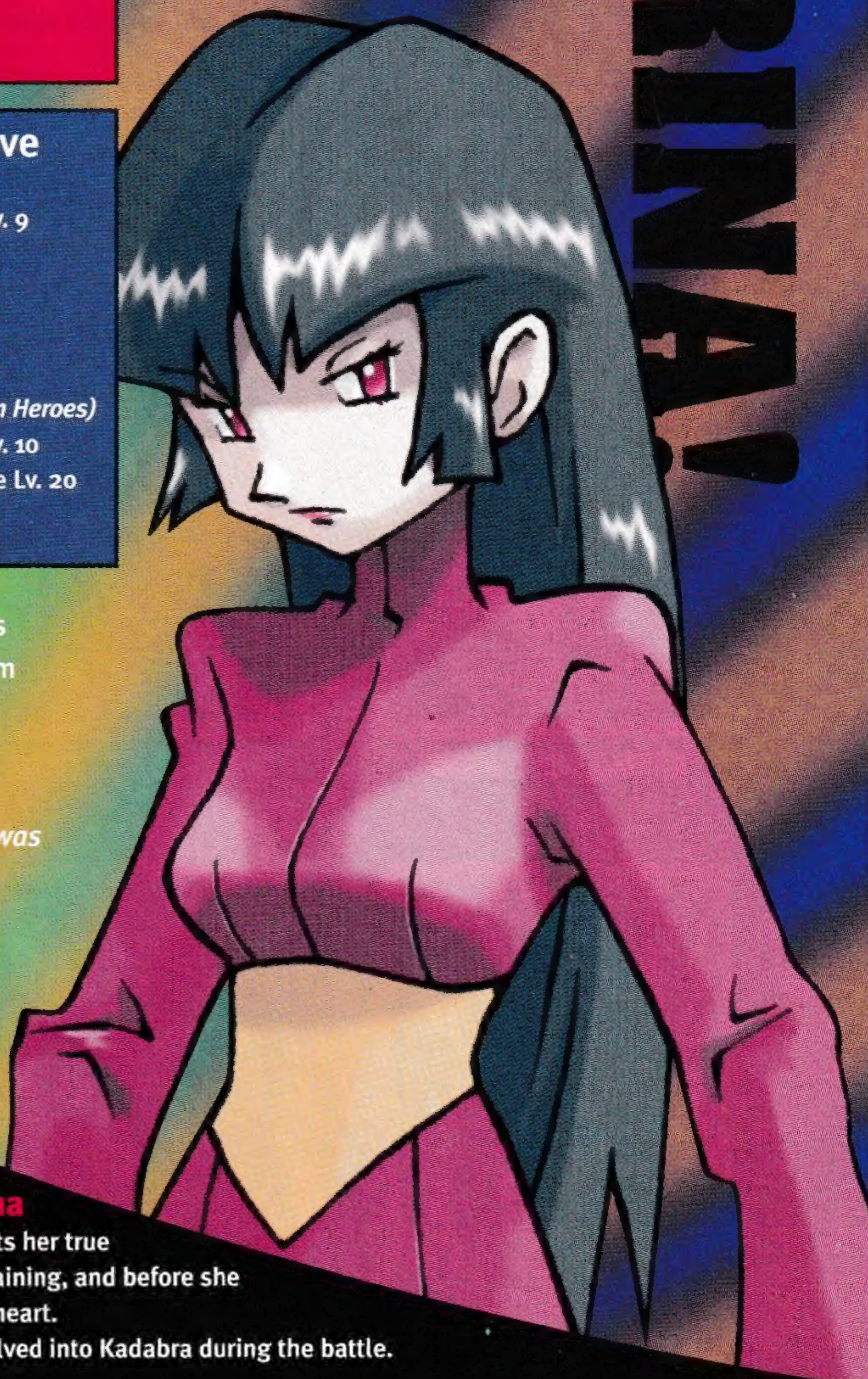
ADD

- 1 Sabrina
- 1 Sabrina's ESP (*Gym Heroes*)
- 2 Sabrina's Gastly Lv. 10
- 3 Sabrina's Mr. Mime Lv. 20 (*Gym Heroes*)

Challenge Quiz #4 Sabrina

1. What does the doll that Sabrina carries represent?
2. Why does Ash cry "foul" in his first battle against Sabrina?
3. Who is the man that helps Ash defeat Sabrina?
4. Where is Sabrina's mother?
5. How does Ash defeat Sabrina?

SABRINA!



The best deck Michael G. Ryan ever improved was attached to a house.

Quiz #1: Blaine

1. "It's in the place where a firefighter can never win." Answer: Inside a volcano.
2. "It's not a hat, but it keeps your head dry. If you wear it, it's only because you already lost it." Answer: A wig.
3. Rhydon. Pikachu Thunderbolts its horn.
4. Fireblast, Magmar's favorite attack.
5. Freeze Blasters

Quiz #2: Giovanni

1. Persian
2. Mewtwo
3. Togepi
4. Machop, Kingler, and Rhydon
5. Pokémon Land (aka the Island of the Giant Pokémon)

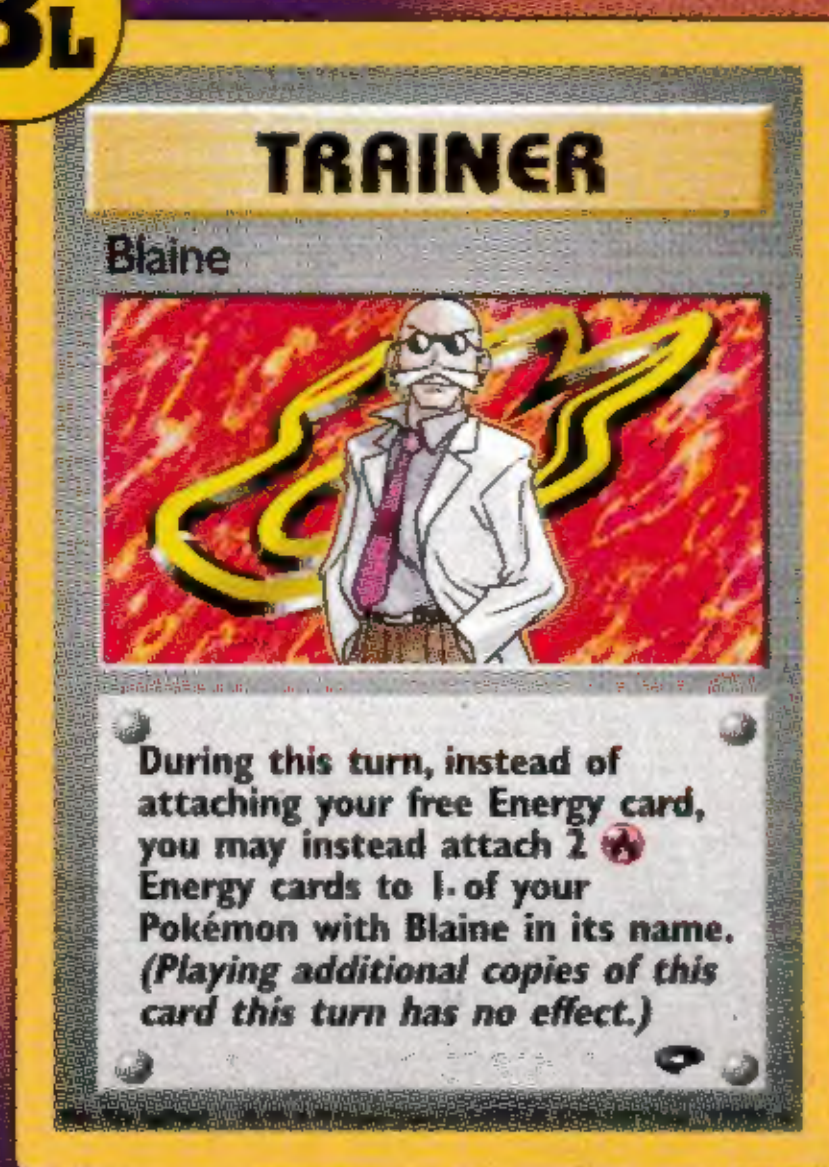
Quiz #3: Koga

1. Aya
2. Venonat
3. Psyduck
4. Golbat
5. Charmander burns Golbat with Firespin.

Quiz #4: Sabrina

1. The doll represents her true self, before her training, and before she rejected her own heart.
2. Because Abra evolved into Kadabra during the battle.
3. Sabrina's father
4. She's been turned into a doll and is in the playhouse.
5. Haunter makes Sabrina laugh, and Kadabra falls down in a fit of laughter as well.

BL



17/132 ★, 100/132 ★



1/132 ★



2/132 ★



60/132 ●



31/132 ◆

GYM CHALLENGE CARD ENCYCLOPEDIA

On the next nine pages, you will find the entire Gym Challenge card set (except for basic Energy cards). The cards are arranged in alphabetical order. Underneath each card you will see the card number and the rarity symbol. Cards that have two numbers have two versions—a holofoil rare version and a non-holofoil rare version.

RARITY LEGEND

★ Rare Holofoil ★ Rare ◆ Uncommon ● Common



32/132 ◆



61/132 ●



62/132 ●



63/132 ●



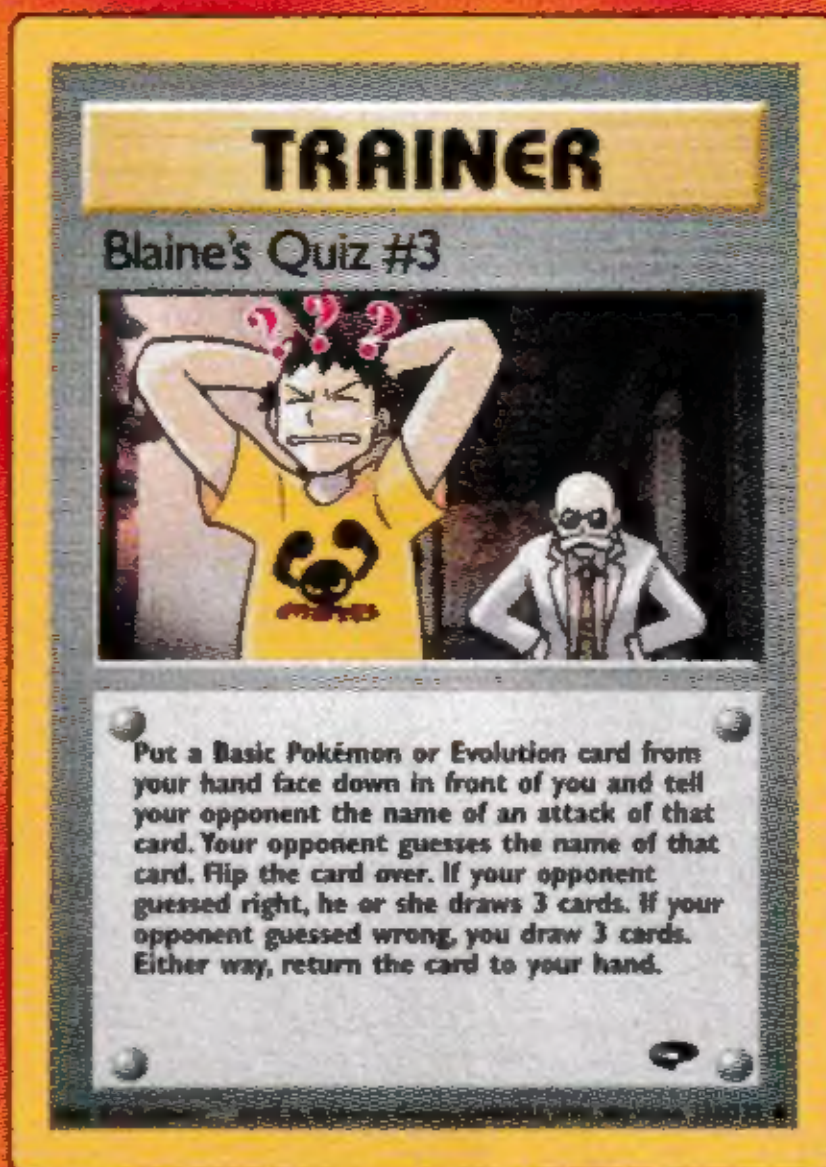
21/132 ★



64/132 ●



111/132 ◆



112/132 ◆



33/132 ◆

Br

Basic Pokémon
Blaine's Rhyhorn 60 HP



Spikes Pokémon. Length: 3' 3", Weight: 254 lbs.

Horn Charge Flip a coin. If tails, this attack does nothing. 30

Overrun Flip a coin. If heads and if your opponent has any Benched Pokémon, choose 1 of them and this attack does 20 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.) 20

weakness resistance ♣ -30

retreat cost ♠ ♠

LV. 26 #111

Blaine, Ken Sugimori © 1995, 96, 98 Nintendo. Creatures, GAFER/EA, G1199-2000 Wizards. 65/132

65/132 ●

Basic Pokémon
Blaine's Vulpix 50 HP



Fox Pokémon. Length: 2' 0", Weight: 22 lbs.

Bite 10

Call Will-o'-the-wisp Flip 3 coins. For each heads, if you have a Energy card in your discard pile, put it into your hand.

weakness resistance ♣ -30

retreat cost ♠

LV. 18 #87

Blaine, Ken Sugimori © 1995, 96, 98 Nintendo. Creatures, GAFER/EA, G1199-2000 Wizards. 66/132

66/132 ●

Basic Pokémon
Brock's Diglett 40 HP



Male Pokémon. Length: 0' 8", Weight: 2 lbs.

Surprise Attack Flip a coin. If tails, this attack does nothing. 20

Tremor Does 10 damage to each of your own Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) 40

weakness resistance ♣ -30

retreat cost ♠

LV. 13 #99

Brock, Ken Sugimori © 1995, 96, 98 Nintendo. Creatures, GAFER/EA, G1199-2000 Wizards. 67/132

67/132 ●

Basic Pokémon
Brock's Dugtrio 60 HP



Male Pokémon. Length: 2' 4", Weight: 73 lbs.

Lie Low All damage done to Brock's Dugtrio during your opponent's next turn is reduced by 20 (after applying Weakness and Resistance).

Earthdrill This attack can't be used unless Brock's Dugtrio used its Lie Low attack last turn. 60

weakness resistance ♣ -30

retreat cost ♠

LV. 27 #81

Brock, Ken Sugimori © 1995, 96, 98 Nintendo. Creatures, GAFER/EA, G1199-2000 Wizards. 22/132 ★

22/132 ★

Basic Pokémon
Brock's Geodude 50 HP



Rock Pokémon. Length: 1' 4", Weight: 44 lbs.

Rock Toss Flip 3 coins. This attack does 10 damage times the number of heads. 10x

weakness resistance ♣ -30

retreat cost ♠

LV. 15 #79

Brock, Ken Sugimori © 1995, 96, 98 Nintendo. Creatures, GAFER/EA, G1199-2000 Wizards. 68/132

68/132 ●

Basic Pokémon
Brock's Graveler 70 HP



Rock Pokémon. Length: 3' 3", Weight: 232 lbs.

Tackle 20

Detonate Does 10 damage to each Pokémon on each player's bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Brock's Graveler does 50 damage to itself. If there is a Stadium card in play, discard it. 50

weakness resistance ♣ -30

retreat cost ♠ ♠

LV. 22 #75

Brock, Ken Sugimori © 1995, 96, 98 Nintendo. Creatures, GAFER/EA, G1199-2000 Wizards. 34/132 ◆

34/132 ◆

Basic Pokémon
Brock's Ninetales 70 HP



Fox Pokémon. Length: 3' 7", Weight: 44 lbs.

Pokémon Power: Shapeshift Once during your turn (before your attack), you may attach an Evolution card from your hand to Brock's Ninetales. (This doesn't count as evolving Brock's Ninetales.) Treat Brock's Ninetales as if it were that Pokémon instead. It can't evolve, double, or use the Pokémon Power of that Pokémon. During your turn, you may discard the Evolution card attached to Brock's Ninetales. This power can't be used if Brock's Ninetales is Asleep, Confused, or Paralyzed. If Brock's Ninetales becomes Asleep, Confused, or Paralyzed, discard all Evolution cards attached to it.

Will-o'-the-wisp 30

weakness resistance ♣ -30

retreat cost ♠

LV. 30 #90

Brock, Ken Sugimori © 1995, 96, 98 Nintendo. Creatures, GAFER/EA, G1199-2000 Wizards. 3/132 ★

3/132 ★

Basic Pokémon
Brock's Primeape 70 HP



Pig Monkey Pokémon. Length: 3' 3", Weight: 71 lbs.

Pokémon Power: Scram If Brock's Primeape ever has exactly 10 HP left, shuffle it and all cards attached to it into your deck. This power stops working while Brock's Primeape is Asleep, Confused, or Paralyzed.

Mega Thrash Brock's Primeape does 20 damage to itself. If there is a Stadium card in play, discard it. 60

weakness resistance ♣ -30

retreat cost ♠

LV. 32 #57

Brock, Ken Sugimori © 1995, 96, 98 Nintendo. Creatures, GAFER/EA, G1199-2000 Wizards. 35/132 ◆

35/132 ◆

TRAINER
Brock's Protection



Attach Brock's Protection to 1 of your Pokémon with Brock in its name. Energy cards attached to that Pokémon can't be removed by your opponent's attacks or Trainer cards. (This doesn't stop the rest of the attack or Trainer card from working normally.)

LV. 34 #28

Brock, Ken Sugimori © 1995, 96, 98 Nintendo. Creatures, GAFER/EA, G1199-2000 Wizards. 101/132 ★

101/132 ★

Basic Pokémon
Brock's Sandslash 70 HP



Mouse Pokémon. Length: 3' 3", Weight: 45 lbs.

Swift This attack's damage isn't affected by Weakness, Resistance, Pokémon Powers, or any other effects on the Defending Pokémon. 20

Needle Ball Flip a coin. If heads, the Defending Pokémon is now Poisoned. 30

weakness resistance ♣ -30

retreat cost ♠

LV. 34 #28

Brock, Ken Sugimori © 1995, 96, 98 Nintendo. Creatures, GAFER/EA, G1199-2000 Wizards. 36/132 ◆

36/132 ◆

Basic Pokémon
Brock's Vulpix 50 HP



Fox Pokémon. Length: 2' 0", Weight: 22 lbs.

Hypnotic Gaze The Defending Pokémon is now Asleep. 20

Fire Ring If your opponent has any Benched Pokémon, choose 1 of them and this attack does 10 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness resistance ♣ -30

retreat cost ♠

LV. 16 #87

Brock, Ken Sugimori © 1995, 96, 98 Nintendo. Creatures, GAFER/EA, G1199-2000 Wizards. 37/132 ◆

37/132 ◆

TRAINER
Chaos Gym Stadium Card



This card stays in play after being played. Discard this card if another Stadium card comes into play.

Whenever a player plays a Trainer card other than a Stadium card, he or she flips a coin. If heads, the player plays that card normally. If tails, the player can't play that card. If the card isn't put into play, the player's opponent may use that card instead, if he or she does everything required in order to play that card (like discarding cards). Either way, the card goes to its owner's discard pile.

LV. 32 #57

Brock, Ken Sugimori © 1995, 96, 98 Nintendo. Creatures, GAFER/EA, G1199-2000 Wizards. 102/132 ★

102/132 ★

TRAINER
Cinnabar City Gym Stadium Card



This card stays in play after being played. Discard this card if another Stadium card comes into play.

Ignore Weakness when a Pokémon does damage to a Pokémon with Blaine in its name.

LV. 13 #69

Brock, Ken Sugimori © 1995, 96, 98 Nintendo. Creatures, GAFER/EA, G1199-2000 Wizards. 113/132 ◆

113/132 ◆

Basic Pokémon
Erika's Bellsprout 40 HP



Flower Pokémon. Length: 2' 4", Weight: 9 lbs.

Pokémon Power: Soak Up Once during your turn (before your attack), you may take up to 2 ♣ Energy cards attached to your other Pokémon and attach them to Erika's Bellsprout. This power can't be used if Erika's Bellsprout is Asleep, Confused, or Paralyzed.

Stretch Vine Choose 1 of your opponent's Benched Pokémon, and this attack does 10 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness resistance ♣ -30

retreat cost ♠

LV. 13 #69

Brock, Ken Sugimori © 1995, 96, 98 Nintendo. Creatures, GAFER/EA, G1199-2000 Wizards. 38/132 ◆

38/132 ◆

Basic Pokémon
Erika's Bulbasaur 50 HP



Seed Pokémon. Length: 2' 4", Weight: 15 lbs.

Sleep Seed The Defending Pokémon is now Asleep. 10

Errand-Running Flip a coin. If heads, you may search your deck for a Trainer card. Show it to your opponent, and put it into your hand. Shuffle your deck afterward.

weakness resistance ♣ -30

retreat cost ♠

LV. 15 #1

Brock, Ken Sugimori © 1995, 96, 98 Nintendo. Creatures, GAFER/EA, G1199-2000 Wizards. 39/132 ◆

39/132 ◆

Basic Pokémon
Erika's Clefairy 50 HP



Fairy Pokémon. Length: 2' 0", Weight: 17 lbs.

Lunar Power Flip a coin. If heads, search your deck for a card that evolves from 1 of your Benched Pokémon and put that card on that Pokémon. (This counts as evolving that Pokémon.) Shuffle your deck afterward.

Moon Kick 20

weakness resistance ♣ -30

retreat cost ♠

LV. 16 #35

Brock, Ken Sugimori © 1995, 96, 98 Nintendo. Creatures, GAFER/EA, G1199-2000 Wizards. 40/132 ◆

40/132 ◆

ER



41/132 ♦



69/132 ●



103/132 ★



70/132 ●



71/132 ●



4/132 ★



124/132 ●



114/132 ♦



18/132 ★, 104/132 ★



5/132 ★



105/132 ★



6/132 ★



42/132 ♦



72/132 ●



73/132 ●



43/132 ♦

Basic Pokémon
Giovanni's Meowth 50 HP ★



Scratch Cat Pokémon. Length: 1' 4", Weight: 9 lbs.

★ **Cat Fleas** Flip a coin. If heads, the Defending Pokémon is now Confused.

★ ★ **Cat Kick** 30

weakness resistance -30
retreat cost ★
LV. 17 #52
Illus. Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAFER/RAE, © 1999-2000 Wizards 74/132

74/132 ●

STAGE 2
Evolves from Giovanni's Meowth Put Giovanni's Meowth on the Stage 1 card
Giovanni's Nidoking 120 HP ●



Drill Pokémon. Length: 4' 7", Weight: 137 lbs.

Intimidate If the Defending Pokémon's maximum HP is 50 or less, it can't attack Giovanni's Nidoking during your opponent's next turn. (Benching or evolving either Pokémon ends this effect.)

★ ★ **Tumbling Attack** Flip a coin. If heads, this attack does 40 damage plus 30 more damage. If tails, this attack does 40 damage. 40+

weakness resistance
retreat cost ★ ★ ★
LV. 58 #24
Illus. Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAFER/RAE, © 1999-2000 Wizards 7/132

7/132 ★

STAGE 2
Evolves from Giovanni's Meowth Put Giovanni's Meowth on the Stage 1 card
Giovanni's Nidoqueen 100 HP ●



Drill Pokémon. Length: 4' 3", Weight: 132 lbs.

★ ★ **Mega Kick** 40

★ ★ **Love Lariat** Flip a coin. If heads, this attack does 50 damage plus 50 more damage. If you have at least 1 Giovanni's Nidoking on your Bench, if tails, this attack does nothing. 50+

weakness resistance
retreat cost ★ ★ ★
LV. 51 #31
Illus. Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAFER/RAE, © 1999-2000 Wizards 23/132

23/132 ★

Basic Pokémon
Giovanni's Nidoran ♀ 50 HP ●



Poison Pin Pokémon. Length: 1' 4", Weight: 15 lbs.

★ **Horn Thrust** Flip a coin. If tails, this attack does nothing. 20

★ ★ **Double-edge** Giovanni's Nidoran ♀ does 20 damage to itself. 30

weakness resistance
retreat cost ★
LV. 11 #29
Illus. Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAFER/RAE, © 1999-2000 Wizards 75/132

75/132 ●

Basic Pokémon
Giovanni's Nidoran ♂ 40 HP ●



Poison Pin Pokémon. Length: 1' 4", Weight: 15 lbs.

★ **Double Kick** Flip 2 coins. This attack does 10 damage times the number of heads. 10x

★ **Retaliation** You can't use this attack unless Giovanni's Nidoran ♂ has 2 or more damage counters on it. 30

weakness resistance
retreat cost ★
LV. 14 #32
Illus. Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAFER/RAE, © 1999-2000 Wizards 76/132

76/132 ●

STAGE 1
Evolves from Giovanni's Meowth Put Giovanni's Meowth on the Basic Pokémon
Giovanni's Nidorina 80 HP ●



Poison Pin Pokémon. Length: 3' 7", Weight: 44 lbs.

★ **Poison Sting Tackle** Giovanni's Nidorina does 20 damage to itself. Flip a coin. If heads, the Defending Pokémon is now Poisoned. 30

★ **Body Slam** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20

weakness resistance
retreat cost ★ ★
LV. 35 #30
Illus. Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAFER/RAE, © 1999-2000 Wizards 44/132

44/132 ◆

STAGE 1
Evolves from Giovanni's Meowth Put Giovanni's Meowth on the Basic Pokémon
Giovanni's Nidorino 70 HP ●



Poison Pin Pokémon. Length: 2' 11", Weight: 43 lbs.

★ **Rend** If the Defending Pokémon already has any damage counters on it, this attack does 20 damage plus 20 more damage. If not, this attack does 20 damage. 20+

weakness resistance
retreat cost ★ ★
LV. 32 #33
Illus. Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAFER/RAE, © 1999-2000 Wizards 45/132

45/132 ◆

STAGE 1
Evolves from Giovanni's Meowth Put Giovanni's Meowth on the Basic Pokémon
Giovanni's Persian 60 HP ★



Claw Cat Pokémon. Length: 3' 2", Weight: 71 lbs.

Pokémon Power: Call the Boss When you play Giovanni's Persian from your hand, you may search your deck for the Trainer card named Giovanni, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

★ ★ **Ambush** Flip a coin. If heads, this attack does 20 damage plus 20 more damage. If tails, this attack does 20 damage. 20+

weakness resistance -30
retreat cost ★
LV. 23 #53
Illus. Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAFER/RAE, © 1999-2000 Wizards 8/132

8/132 ★

Basic Pokémon
Giovanni's Pinsir 70 HP ●



Stagbeetle Pokémon. Length: 4' 11", Weight: 121 lbs.


★ **Snapping Pincers** Flip a coin. If heads, this attack does 10 damage plus 10 more damage; if tails, this attack does 10 damage. 10+

★ **Overhead Toss** If you have any Benched Pokémon, flip a coin. If tails, choose 1 of your Benched Pokémon. This attack does 20 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) 40

weakness resistance
retreat cost ★ ★
LV. 27 #127
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24/132 ★

TRAINER
Koga



If an attack from a Pokémon with Koga in its name does damage to a Defending Pokémon this turn, that Pokémon is then Poisoned.

19/132 ★, 106/132 ★

STAGE 1
Evolves from Koga's Arbok Put Koga's Arbok on the Basic Pokémon
Koga's Arbok 90 HP ●



Cobra Pokémon. Length: 11' 6", Weight: 143 lbs.

★ **Poison Buildup** Koga's Arbok is now Poisoned.

★ ★ **Poison Power** If Koga's Arbok is Poisoned, this attack's base damage is 40 instead of 20 and the Defending Pokémon is now Poisoned. 20

weakness resistance
retreat cost ★ ★ ★
LV. 44 #24
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25/132 ★

STAGE 2
Evolves from Koga's Beedrill Put Koga's Beedrill on the Stage 1 card
Koga's Beedrill 80 HP ●



Poison Bee Pokémon. Length: 3' 3", Weight: 65 lbs.

★ **Nerve Poison** Flip a coin. If heads, the Defending Pokémon is now Paralyzed and Poisoned. 20

★ ★ **Hyper Needle** Flip a coin. If tails, this attack does nothing. Either way, you can't use this attack again as long as Koga's Beedrill stays in play (even putting Koga's Beedrill on the Bench won't let you use it again). 70

weakness resistance -30
retreat cost ★
LV. 34 #15
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9/132 ★

Basic Pokémon
Koga's Ditto 40 HP ★



Transform Pokémon. Length: 1' 0", Weight: 9 lbs.

★ **Giant Growth** Flip a coin. If heads, Koga's Ditto's maximum HP is now 80 and Koga's Ditto's Pound attack's base damage is 30 instead of 10. (Benching Koga's Ditto ends this effect.)

★ **Pound** 10

weakness resistance -30
retreat cost ★
LV. 12 #123
Illus. Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAFER/RAE, © 1999-2000 Wizards 10/132

10/132 ★

Basic Pokémon
Koga's Ekans 50 HP ●



Snake Pokémon. Length: 6' 7", Weight: 15 lbs.

★ **Fast-Acting Poison** Flip 2 coins. If both are heads, the Defending Pokémon is now Confused and Poisoned. 10

weakness resistance
retreat cost ★
LV. 17 #23
Illus. Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAFER/RAE, © 1999-2000 Wizards 77/132

77/132 ●

STAGE 1
Evolves from Koga's Zubat Put Koga's Zubat on the Basic Pokémon
Koga's Golbat 60 HP ●



Bat Pokémon. Length: 5' 3", Weight: 121 lbs.

★ ★ **Bite** 20

★ ★ **Sonic Scream** Flip a coin. If heads, the Defending Pokémon is now Confused. 30

weakness resistance -30
retreat cost ★
LV. 27 #42
Illus. Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAFER/RAE, © 1999-2000 Wizards 46/132

46/132 ◆

Basic Pokémon
Koga's Grimer 50 HP ●



Sludge Pokémon. Length: 2' 11", Weight: 66 lbs.

★ **Sludge Grip** If your opponent has any Benched Pokémon, flip a coin. If heads, choose 1 of your opponent's Benched Pokémon and switch it with the Defending Pokémon. The new Defending Pokémon is now Poisoned.

★ ★ **Sludge Toss** 20

weakness resistance
retreat cost ★
LV. 19 #38
Illus. Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAFER/RAE, © 1999-2000 Wizards 78/132

78/132 ●

Ko

Top 10 GYM CHALLENGE Cards

by Will McDermott

10.



Koga

The first card on our list is one of the gym leader Trainer cards in the set. I tried to stay away from cards that only affect one leader's Pokémon, but Koga is just really strong. This card allows you to Poison a Pokémon (with no coin flip) when you attack with any of Koga's Pokémon. This only works on the turn you play the Koga card, but it's usually as good as a PlusPower for a Koga Pokémon and often will do better (if your opponent can't heal the Poison right away). If you've ever played against a Poison deck, you'll know how nasty this card will be.

9.



Brock's Protection

This is another card that only affects one trainer's Pokémon. But it has two great things going for it. First, Brock uses a lot of Fighting Pokémon (and some great Fire Pokémon, like Brock's Ninetales). Second, energy removal effects are really nasty and a lot of people use them. So, a deck with a lot of good Brock's Fighting Pokémon, combined with Brock's Protection to make sure those Pokémon can keep their Energy attached, will be a really strong deck.



47/132 ♦



48/132 ♦



79/132 ●



26/132 ★



115/132 ♦



27/132 ★



80/132 ●



49/132 ♦



81/132 ●



82/132 ●



50/132 ♦



83/132 ●

LT



51/132 ♦



52/132 ♦



28/132 ★



84/132 ●



11/132 ★



53/132 ♦



85/132 ●



107/132 ★



86/132 ●



116/132 ♦



117/132 ♦



54/132 ♦

8.



Misty's Psyduck

Just like the Psyduck that Misty uses in the *Pokémon* animated series, you never know what will happen when you use this *Gym Challenge* card, but it should always be something good. Its ESP attack only requires ♠ to use, but you have to flip three coins to determine the effect, either drawing a card, doing 20 damage, or copying one of the Defending Pokémon's attacks and using it against that Pokémon (even its biggest attack). Any of these effects are really good for just ♠. The only time you won't be happy is if you flip no heads. But how often will that happen?

7.



Blaine's Channeleon

Two really good attacks and 70 Hit Points puts this Stage 1 Fire Pokémon into the number-seven position on our list. Fire Claws does 30 damage for only ♠♠, and you don't have to discard any Energy cards! Bonfire can do up to 30 damage to all of your opponent's Pokémon and ignores Resistance! You do have to flip a coin and discard Energy cards for every heads you flip, but Bonfire is a great way to take care of pesky Pokémon on your opponent's Bench and can get you several Knock Outs at once if you get lucky.

M1

6.

Sabrina's Alakazam

Sabrina's Alakazam can have the power of six Pokémon (if your Bench is full of Psychic Pokémon). Its Psylink Pokémon Power gives Sabrina's Alakazam a copy of every attack of the Psychic Pokémon you have in play. So, you can attack with promo #3 Mewtwo's Psyburn (to do 40 damage) on one turn and then heal up with the Base Set 2 Kadabra's Recover attack (discard one Psychic Energy card to remove all of the damage counters on Alakazam). The possibilities with Sabrina's Alakazam are only limited by what Psychic Pokémon you put in your deck.



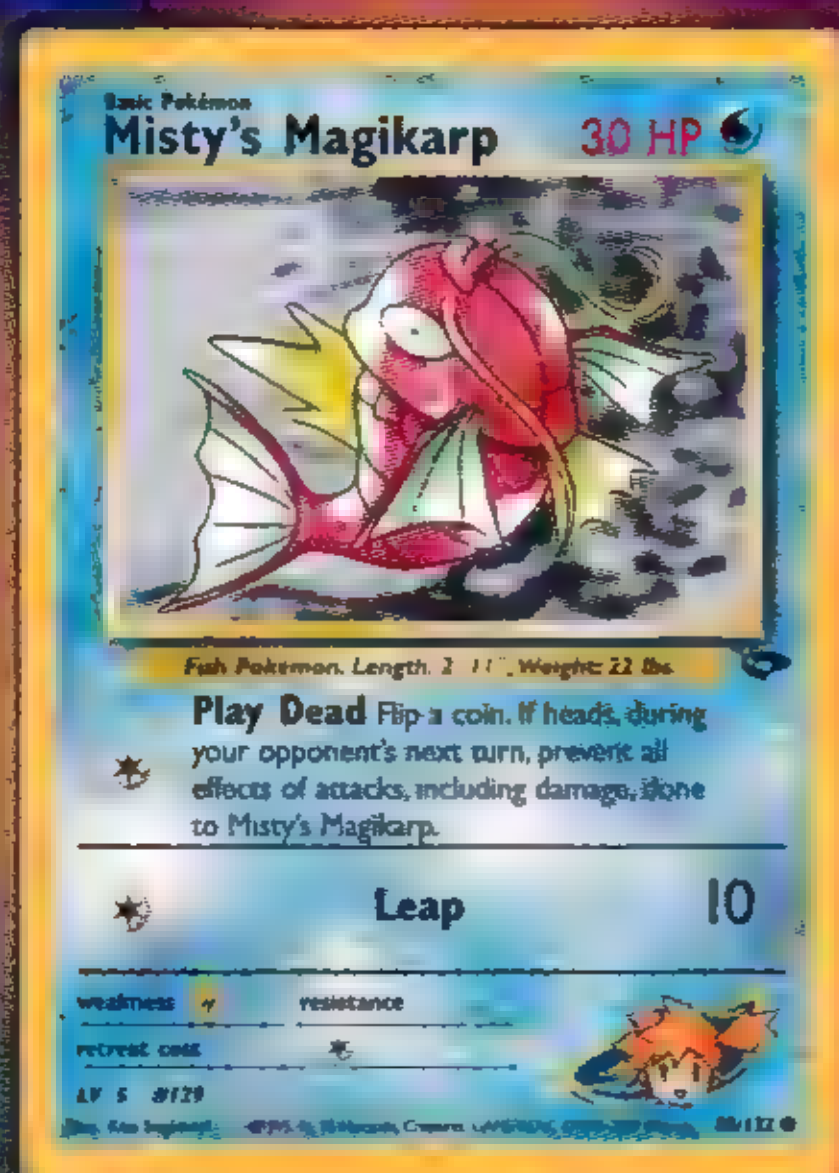
12/132 ★



13/132 ★



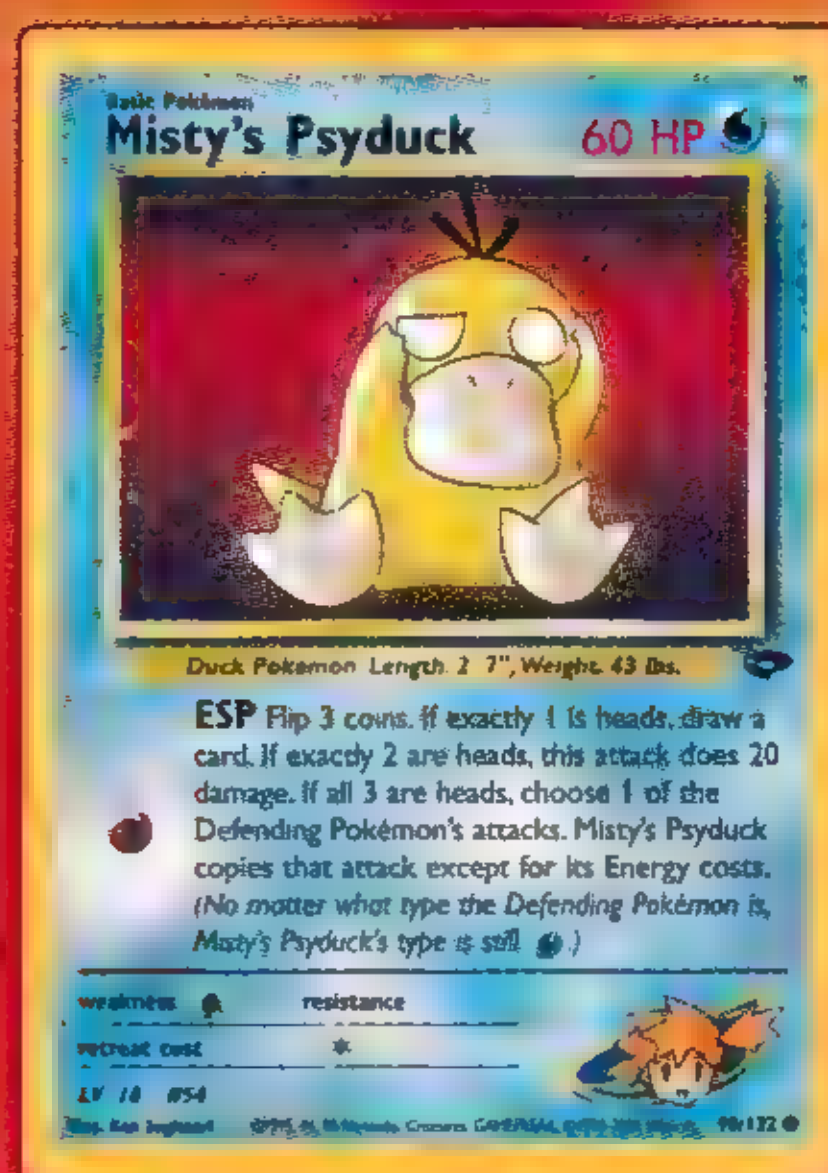
87/132 ●



88/132 ●



89/132 ●

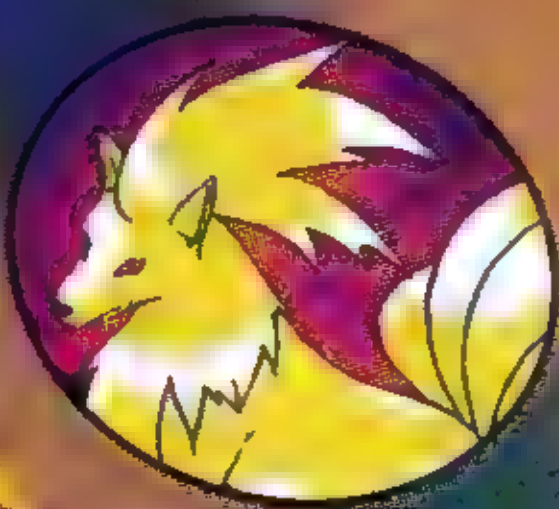


90/132 ●

5.

Brock's Ninetales

Brock's Ninetales is like a permanent Pokémon Breeder. Its Shapeshift Pokémon Power allows you to put any Evolution card on top of Brock's Ninetales and use that Pokémon almost like if you had evolved it normally. The only thing you don't get by using Shapeshift is that evolved Pokémon's Pokémon Powers, if any. So, you can put Charizard and Venusaur and Blastoise all in the same deck and use them all with Brock's Ninetales. You'll still have to pay for attacks, so you should probably just stick with two different Energy types.



91/132 ●



92/132 ●



118/132 ◆



108/132 ★



109/132 ★



14/132 ★

Ro



119/132 ♦



120/132 ♦



15/132 ★

4.

Sabrina's Gengar

I really like Sabrina's Gengar. It has 90 Hit Points, no Weakness, and a Resistance to Fighting. Plus its Shadow Bind attack only needs ☹☹☹ to use, does 40 damage, and keeps the Defending Pokémon from retreating on your opponent's next turn. But the best part about Sabrina's Gengar is Dark Wave. You only need to attach two Psychic Energy to do 20 damage and shut down all Pokémon Powers during your opponent's turn. So, you can use your Pokémon Powers on your turn, and then shut them all down with Dark Wave on your opponent's turn. Pretty cool, huh?



3.

Rocket's Zapdos

I think this is the best Pokémon in the set. First of all, Rocket's Zapdos is a Basic Pokémon with 70 Hit Points! That's as many Hit Points as a really good Stage 1 Pokémon. Second, its Plasma attack does 20 damage for only ⚡, plus you may get to attach another Lightning Energy to Rocket's Zapdos when you use it. After you build up to ⚡⚡⚡⚡, Rocket's Zapdos can attack with Electroburn for 70 damage (if you don't mind Zapdos taking some damage). If that's not enough to make this bird legendary, Rocket's Zapdos has no Weakness and a Resistance to Fighting!



20/132 ★, 110/132 ★



93/132 ●



94/132 ●



16/132 ★



95/132 ●



96/132 ●



97/132 ●



29/132 ★



30/132 ★

SA

2.

Master Ball

One of the biggest problems with Trainer cards that let you get cards out of your deck is that you almost always have to discard some cards to get the cards you really want. Master Ball is different. You can look at the top seven cards of your deck, take the best Evolution card (Stage 1 or Stage 2 Pokémon) you find, and shuffle the rest of the cards back into your deck. The only card that goes into the discard pile is the Master Ball. This Trainer card is great for decks that use a lot of Stage 1 and Stage 2 Pokémon.



55/132 ♦



56/132 ♦



57/132 ♦



58/132 ♦



59/132 ♦



98/132 ●

1.

Misty's Tears

This is the Gym series card that everyone has been waiting for. Sporting a new image but the same effect as its Japanese counterpart, this Trainer card will be a big help to all Water Pokémon players—especially those players who like to play with Blastoise. Misty's Tears allows you to discard a card to get two Water Energy cards out of your deck. Blastoise's Rain Dance Pokémon Power then lets you put those Energy cards into play right away (usually to power up a really big Water Gun attack). This one-two punch will send Rain Dance decks to a lot of victories in the coming year.



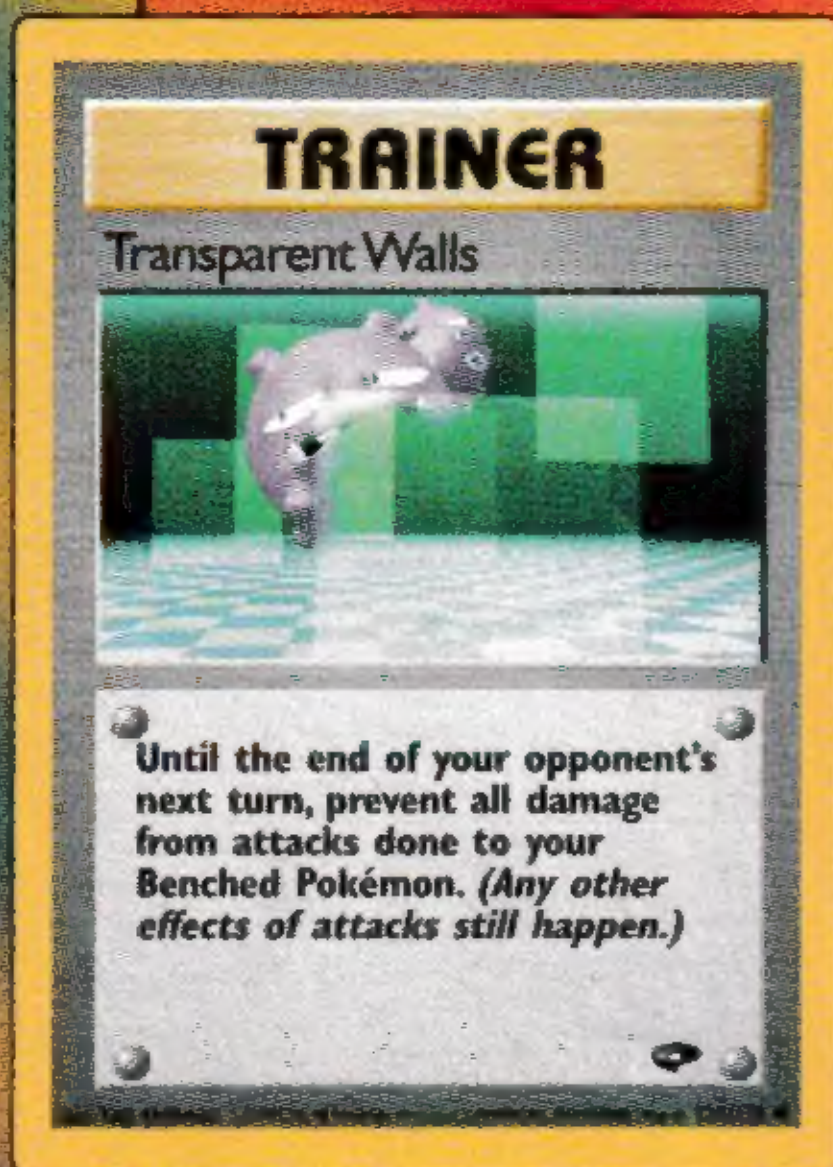
121/132 ♦



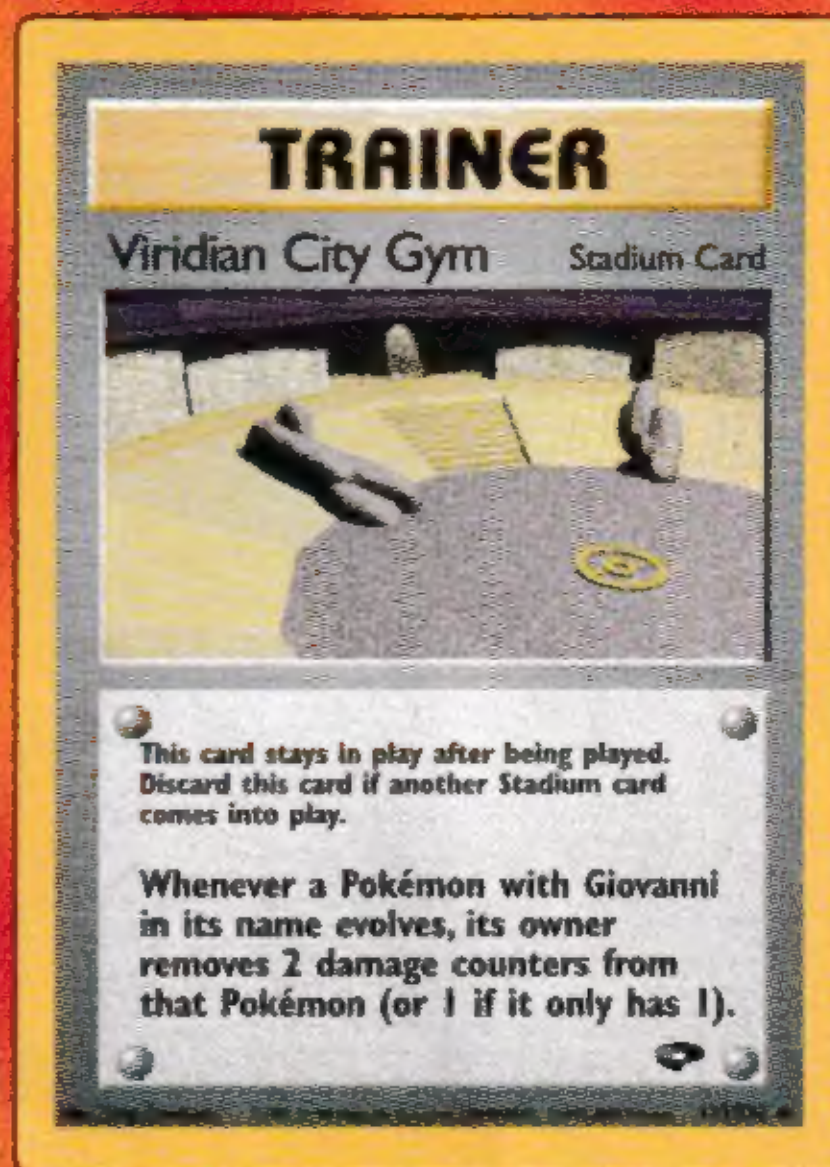
99/132 ●



122/132 ♦



125/132 ●



123/132 ♦



126/132 ●

GYM CHALLENGE

CARD CHECKLIST

<input type="checkbox"/>	<input type="checkbox"/>	1/132 ★	Blaine's Arcanine	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	67/132 ●	Brock's Diglett	Basic
<input type="checkbox"/>	<input type="checkbox"/>	2/132 ★	Blaine's Charizard	Stage 2	<input type="checkbox"/>	<input type="checkbox"/>	68/132 ●	Brock's Geodude	Basic
<input type="checkbox"/>	<input type="checkbox"/>	3/132 ★	Brock's Ninetales	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	69/132 ●	Erika's Jigglypuff	Basic
<input type="checkbox"/>	<input type="checkbox"/>	4/132 ★	Erika's Venusaur	Stage 2	<input type="checkbox"/>	<input type="checkbox"/>	70/132 ●	Erika's Oddish (Lv. 10)	Basic
<input type="checkbox"/>	<input type="checkbox"/>	5/132 ★	Giovanni's Gyarados	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	71/132 ●	Erika's Paras	Basic
<input type="checkbox"/>	<input type="checkbox"/>	6/132 ★	Giovanni's Machop	Stage 2	<input type="checkbox"/>	<input type="checkbox"/>	72/132 ●	Giovanni's Machop	Basic
<input type="checkbox"/>	<input type="checkbox"/>	7/132 ★	Giovanni's Nidoking	Stage 2	<input type="checkbox"/>	<input type="checkbox"/>	73/132 ●	Giovanni's Magikarp	Basic
<input type="checkbox"/>	<input type="checkbox"/>	8/132 ★	Giovanni's Persian	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	74/132 ●	Giovanni's Meowth (Lv. 17)	Basic
<input type="checkbox"/>	<input type="checkbox"/>	9/132 ★	Koga's Beedrill	Stage 2	<input type="checkbox"/>	<input type="checkbox"/>	75/132 ●	Giovanni's Nidoran ♀	Basic
<input type="checkbox"/>	<input type="checkbox"/>	10/132 ★	Koga's Ditto	Basic	<input type="checkbox"/>	<input type="checkbox"/>	76/132 ●	Giovanni's Nidoran ♂	Basic
<input type="checkbox"/>	<input type="checkbox"/>	11/132 ★	Lt. Surge's Raichu	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	77/132 ●	Koga's Ekans	Basic
<input type="checkbox"/>	<input type="checkbox"/>	12/132 ★	Misty's Golduck	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	78/132 ●	Koga's Grimer	Basic
<input type="checkbox"/>	<input type="checkbox"/>	13/132 ★	Misty's Gyarados	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	79/132 ●	Koga's Koffing (Lv. 10)	Basic
<input type="checkbox"/>	<input type="checkbox"/>	14/132 ★	Rocket's Mewtwo	Basic	<input type="checkbox"/>	<input type="checkbox"/>	80/132 ●	Koga's Pidgey (Lv. 15)	Basic
<input type="checkbox"/>	<input type="checkbox"/>	15/132 ★	Rocket's Zapdos	Basic	<input type="checkbox"/>	<input type="checkbox"/>	81/132 ●	Koga's Tangela	Basic
<input type="checkbox"/>	<input type="checkbox"/>	16/132 ★	Sabrina's Alakazam	Stage 2	<input type="checkbox"/>	<input type="checkbox"/>	82/132 ●	Koga's Weedle	Basic
<input type="checkbox"/>	<input type="checkbox"/>	17/132 ★	Blaine	Trainer	<input type="checkbox"/>	<input type="checkbox"/>	83/132 ●	Koga's Zubat	Basic
<input type="checkbox"/>	<input type="checkbox"/>	18/132 ★	Giovanni	Trainer	<input type="checkbox"/>	<input type="checkbox"/>	84/132 ●	Lt. Surge's Pikachu (Lv. 10)	Basic
<input type="checkbox"/>	<input type="checkbox"/>	19/132 ★	Koga	Trainer	<input type="checkbox"/>	<input type="checkbox"/>	85/132 ●	Lt. Surge's Rattata (Lv. 7)	Basic
<input type="checkbox"/>	<input type="checkbox"/>	20/132 ★	Sabrina	Trainer	<input type="checkbox"/>	<input type="checkbox"/>	86/132 ●	Lt. Surge's Voltorb	Basic
<input type="checkbox"/>	<input type="checkbox"/>	21/132 ★	Blaine's Ninetales (Lv. 27)	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	87/132 ●	Misty's Horsea (Lv. 16)	Basic
<input type="checkbox"/>	<input type="checkbox"/>	22/132 ★	Brock's Dugtrio	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	88/132 ●	Misty's Magikarp	Basic
<input type="checkbox"/>	<input type="checkbox"/>	23/132 ★	Giovanni's Nidoqueen	Stage 2	<input type="checkbox"/>	<input type="checkbox"/>	89/132 ●	Misty's Poliwhg	Basic
<input type="checkbox"/>	<input type="checkbox"/>	24/132 ★	Giovanni's Pinsir	Basic	<input type="checkbox"/>	<input type="checkbox"/>	90/132 ●	Misty's Psyduck (Lv. 18)	Basic
<input type="checkbox"/>	<input type="checkbox"/>	25/132 ★	Koga's Arbok	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	91/132 ●	Misty's Seel	Basic
<input type="checkbox"/>	<input type="checkbox"/>	26/132 ★	Koga's Muk	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	92/132 ●	Misty's Staryu (Lv. 16)	Basic
<input type="checkbox"/>	<input type="checkbox"/>	27/132 ★	Koga's Pidgeotto	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	93/132 ●	Sabrina's Abra (Lv. 12)	Basic
<input type="checkbox"/>	<input type="checkbox"/>	28/132 ★	Lt. Surge's Jolteon	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	94/132 ●	Sabrina's Abra (Lv. 18)	Basic
<input type="checkbox"/>	<input type="checkbox"/>	29/132 ★	Sabrina's Gengar	Stage 2	<input type="checkbox"/>	<input type="checkbox"/>	95/132 ●	Sabrina's Drowzee (Lv. 18)	Basic
<input type="checkbox"/>	<input type="checkbox"/>	30/132 ★	Sabrina's Golduck	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	96/132 ●	Sabrina's Gastly (Lv. 9)	Basic
<input type="checkbox"/>	<input type="checkbox"/>	31/132 ◆	Blaine's Charmeleon	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	97/132 ●	Sabrina's Gastly (Lv. 10)	Basic
<input type="checkbox"/>	<input type="checkbox"/>	32/132 ◆	Blaine's Dodrio (Lv. 26)	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	98/132 ●	Sabrina's Porygon	Basic
<input type="checkbox"/>	<input type="checkbox"/>	33/132 ◆	Blaine's Rapidash	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	99/132 ●	Sabrina's Psyduck (Lv. 16)	Basic
<input type="checkbox"/>	<input type="checkbox"/>	34/132 ◆	Brock's Graveler (Lv. 32)	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	100/132 ★	Blaine	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	35/132 ◆	Brock's Primeape	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	101/132 ★	Brock's Protection	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	36/132 ◆	Brock's Sandslash (Lv. 34)	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	102/132 ★	Chaos Gym	Stadium
<input type="checkbox"/>	<input type="checkbox"/>	37/132 ◆	Brock's Vulpix (Lv. 16)	Basic	<input type="checkbox"/>	<input type="checkbox"/>	103/132 ★	Erika's Kindness	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	38/132 ◆	Erika's Bellsprout (Lv. 13)	Basic	<input type="checkbox"/>	<input type="checkbox"/>	104/132 ★	Giovanni	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	39/132 ◆	Erika's Bulbasaur	Basic	<input type="checkbox"/>	<input type="checkbox"/>	105/132 ★	Giovanni's Last Resort	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	40/132 ◆	Erika's Clefairy	Basic	<input type="checkbox"/>	<input type="checkbox"/>	106/132 ★	Koga	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	41/132 ◆	Erika's Ivysaur	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	107/132 ★	Lt. Surge's Secret Plan	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	42/132 ◆	Giovanni's Machoke	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	108/132 ★	Misty's Wish	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	43/132 ◆	Giovanni's Meowth (Lv. 12)	Basic	<input type="checkbox"/>	<input type="checkbox"/>	109/132 ★	Resistance Gym	Stadium
<input type="checkbox"/>	<input type="checkbox"/>	44/132 ◆	Giovanni's Nidorina	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	110/132 ★	Sabrina	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	45/132 ◆	Giovanni's Nidorino	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	111/132 ◆	Blaine's Quiz #2	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	46/132 ◆	Koga's Golbat	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	112/132 ◆	Blaine's Quiz #3	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	47/132 ◆	Koga's Kakuna	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	113/132 ◆	Cinnabar City Gym	Stadium
<input type="checkbox"/>	<input type="checkbox"/>	48/132 ◆	Koga's Koffing (Lv. 15)	Basic	<input type="checkbox"/>	<input type="checkbox"/>	114/132 ◆	Fuchsia City Gym	Stadium
<input type="checkbox"/>	<input type="checkbox"/>	49/132 ◆	Koga's Pidgey (Lv. 9)	Basic	<input type="checkbox"/>	<input type="checkbox"/>	115/132 ◆	Koga's Ninja Trick	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	50/132 ◆	Koga's Weezing	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	116/132 ◆	Master Ball	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	51/132 ◆	Lt. Surge's Eevee	Basic	<input type="checkbox"/>	<input type="checkbox"/>	117/132 ◆	Max Revive	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	52/132 ◆	Lt. Surge's Electrode	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	118/132 ◆	Misty's Tears	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	53/132 ◆	Lt. Surge's Raticate	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	119/132 ◆	Rocket's Minefield Gym	Stadium
<input type="checkbox"/>	<input type="checkbox"/>	54/132 ◆	Misty's Dewgong	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	120/132 ◆	Rocket's Secret Experiment	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	55/132 ◆	Sabrina's Haunter (Lv. 29)	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	121/132 ◆	Sabrina's Psychic Control	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	56/132 ◆	Sabrina's Hypno	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	122/132 ◆	Saffron City Gym	Stadium
<input type="checkbox"/>	<input type="checkbox"/>	57/132 ◆	Sabrina's Jynx	Basic	<input type="checkbox"/>	<input type="checkbox"/>	123/132 ◆	Viridian City Gym	Stadium
<input type="checkbox"/>	<input type="checkbox"/>	58/132 ◆	Sabrina's Kadabra	Stage 1	<input type="checkbox"/>	<input type="checkbox"/>	124/132 ●	Fervor	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	59/132 ◆	Sabrina's Mr. Mime	Basic	<input type="checkbox"/>	<input type="checkbox"/>	125/132 ●	Transparent Walls	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	60/132 ●	Blaine's Charmander	Basic	<input type="checkbox"/>	<input type="checkbox"/>	126/132 ●	Warp Point	Trainer
<input type="checkbox"/>	<input type="checkbox"/>	61/132 ●	Blaine's Doduo	Basic	<input type="checkbox"/>	<input type="checkbox"/>	127/132	Fighting Energy	Energy
<input type="checkbox"/>	<input type="checkbox"/>	62/132 ●	Blaine's Growlithe	Basic	<input type="checkbox"/>	<input type="checkbox"/>	128/132	Fire Energy	Energy
<input type="checkbox"/>	<input type="checkbox"/>	63/132 ●	Blaine's Mankey	Basic	<input type="checkbox"/>	<input type="checkbox"/>	129/132	Grass Energy	Energy
<input type="checkbox"/>	<input type="checkbox"/>	64/132 ●	Blaine's Ponyta	Basic	<input type="checkbox"/>	<input type="checkbox"/>	130/132	Lightning Energy	Energy
<input type="checkbox"/>	<input type="checkbox"/>	65/132 ●	Blaine's Rhyhorn	Basic	<input type="checkbox"/>	<input type="checkbox"/>	131/132	Psychic Energy	Energy
<input type="checkbox"/>	<input type="checkbox"/>	66/132 ●	Blaine's Vulpix	Basic	<input type="checkbox"/>	<input type="checkbox"/>	132/132	Water Energy	Energy

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